



COMTHIRDFLEET Today

- Speed, Agility, Precision, Persistence -

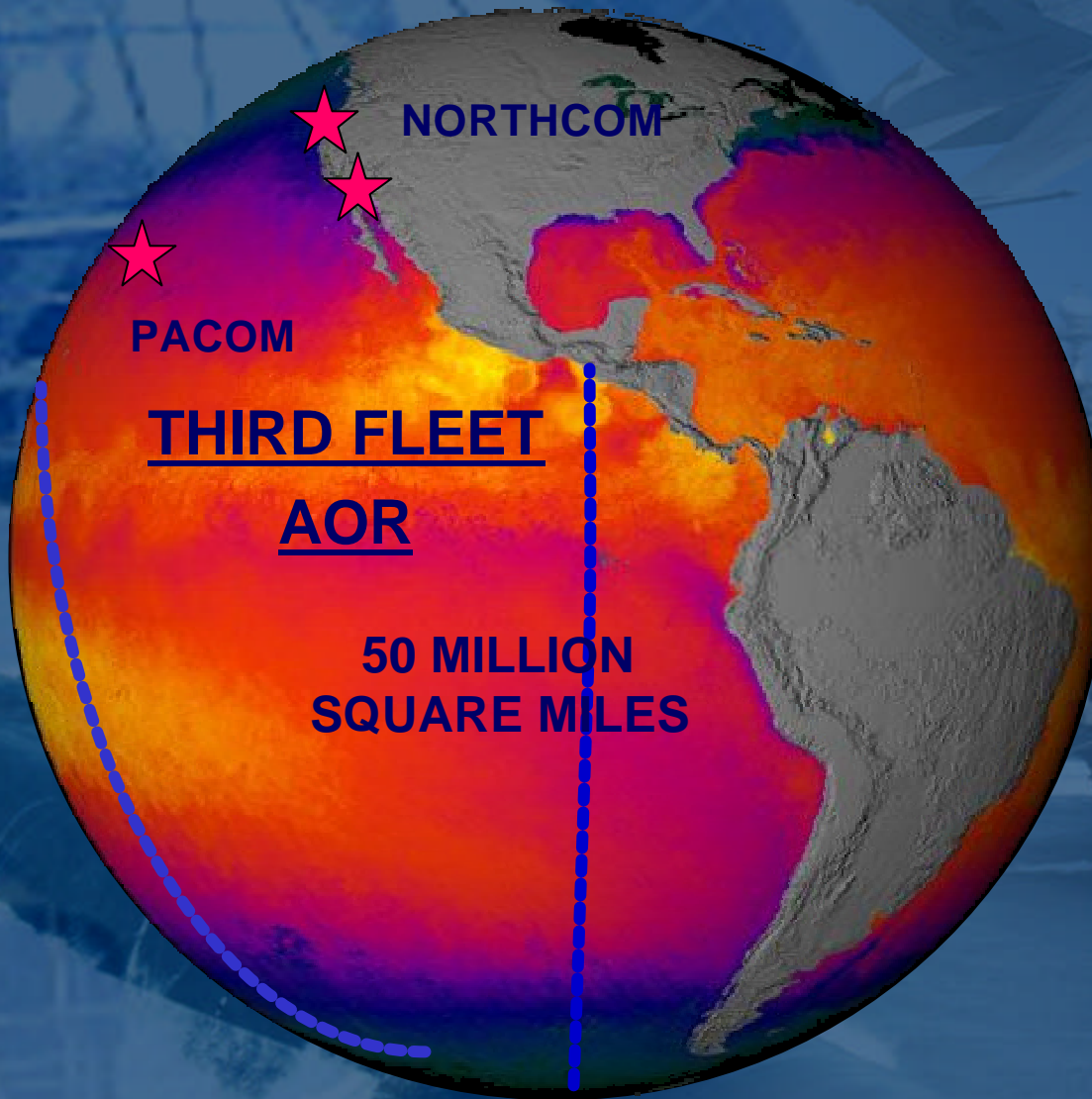
Strike Group IT

**Presented by VADM Barry Costello
Commander, THIRD FLEET**

Statement A: Approved for public release; distribution is unlimited



Force Laydown



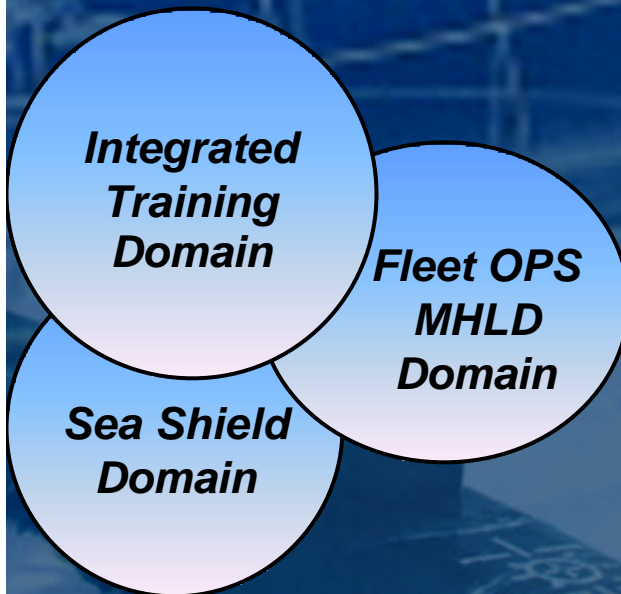
THIRDFLT Forces

- 4 CARRIER STRIKE GROUPS (CSG'S)
- 3 EXPEDITIONARY STRIKE GROUPS
- 72 SHIPS
 - 5 CARRIERS
 - 4 LARGE DECK AMPHIBS
- 32 SUBMARINES
- 350+ AIRCRAFT
 - 4 CVW
 - 60+ HELO'S /
 - 21 MARPAT
 - 200+ TACAIR
- EXPLOSIVE ORDNANCE GROUP
- NAVAL COASTAL WARFARE GROUP



C3F Enterprise

C3F Domains



Product

Trained and Ready Strike Groups

Assessment

*Requirements
Capabilities
CONOPS*

Customers

PACOM
CENTCOM
NORTHCOM

CFFC





Goal: FORCEnet an Operational Reality

- **CONSTELLATION Battle Group 2002**
 - Bandwidth Constrained
 - Stove-pipe Systems
 - Isolated Coalition Enclaves
 - Multiple Application Specific Networks
 - Inconsistent Data Quality

- **Commander, THIRD FLEET Stretch Goal**
 - Improve Bandwidth
 - Integrated Systems
 - Multi-National Information Sharing
 - Merged Networks
 - Information pushed to Warfighter is relevant, timely, accurate and usable



Fleet N6 Top Ten

- **Coalition Comms**
 - 360 Degree Reliable Antenna
 - Improved Standards Throughout C4I Community
 - **Improved High Data Rate Throughput**
 - Computer Network Defense
 - Common Operational Picture
 - **Real Time Collaboration**
 - Improve Flexibility and Operations of the Network Through Wireless Technologies
 - **Next Generation Knowledge Management (KM)**
 - Network Life Cycle Management
-



Fleet N6 Top Ten

- **Coalition Comms**
 - Cross Domain Solutions
 - National to National
 - Multi-Level Thin Client
 - No need for “ANOTHER Box” sitting on the crowded desk
 - Maintain current coalition pathways and invest in advanced capabilities
 - Scalable Solutions
 - No partner gets left behind

We WILL Fight as a Coalition!



Fleet N6 Top Ten

- **Improved High Data Rate Throughput**
 - More than getting increased bandwidth
 - More efficient use of throughput!
 - Multiple Strike Groups or Joint Operations will reduce bandwidth allocation
 - Systems must be scalable
 - High / low end bandwidth user requirements

Bandwidth decreases as CSGs move West



Fleet N6 Top Ten

- **Real Time Collaboration**
 - Future systems need to be able to exchange information with worldwide partners ...
 - Joint
 - Coalition
 - Homeland Defense: Federal / State / Local
 - Reduced manning requires reach back
 - Maintenance
 - Education / Training
 - Medical

Katrina revealed a lot of seams



Fleet N6 Top Ten

- **Next Generation Knowledge Management (KM)**
 - **Data / Information Overload**
 - This is where we live today
 - **We need the right information at the right time**
 - Someone has the information we need
 - Relevant, timely, accurate and usable
 - **Decision Tools**
 - Tailorable
 - Smart Pull / Push

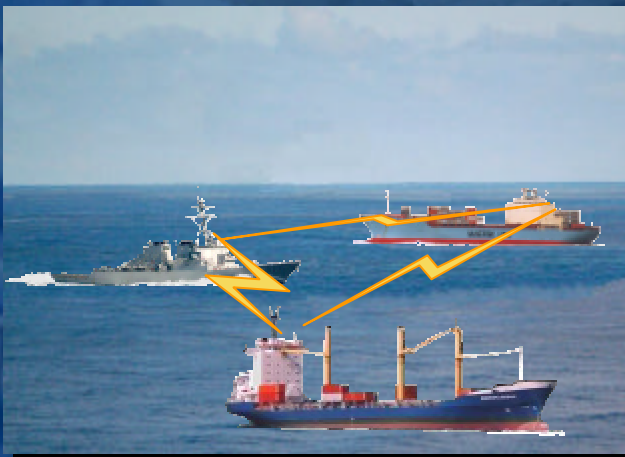
Example: Maritime Domain Awareness



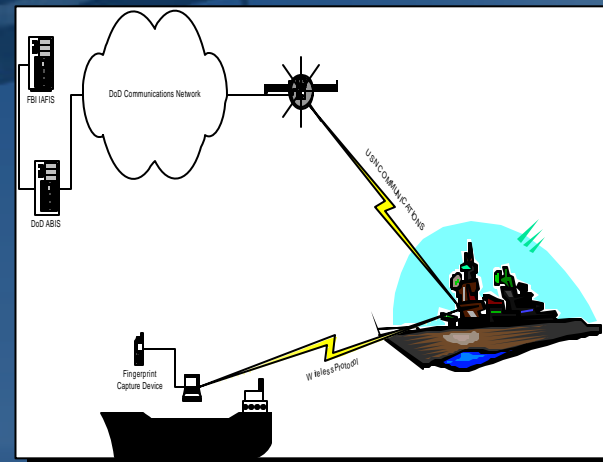
Sea Trial Initiatives



T-UAV



AIS



Biometrics



Spartan Scout



USW-DSS



Sea Fighter

Goal: Rapid Technology Insertion Into Warfighting Capabilities

Time, Effort
& Resources

Experimentation

Industry

Strike
Groups

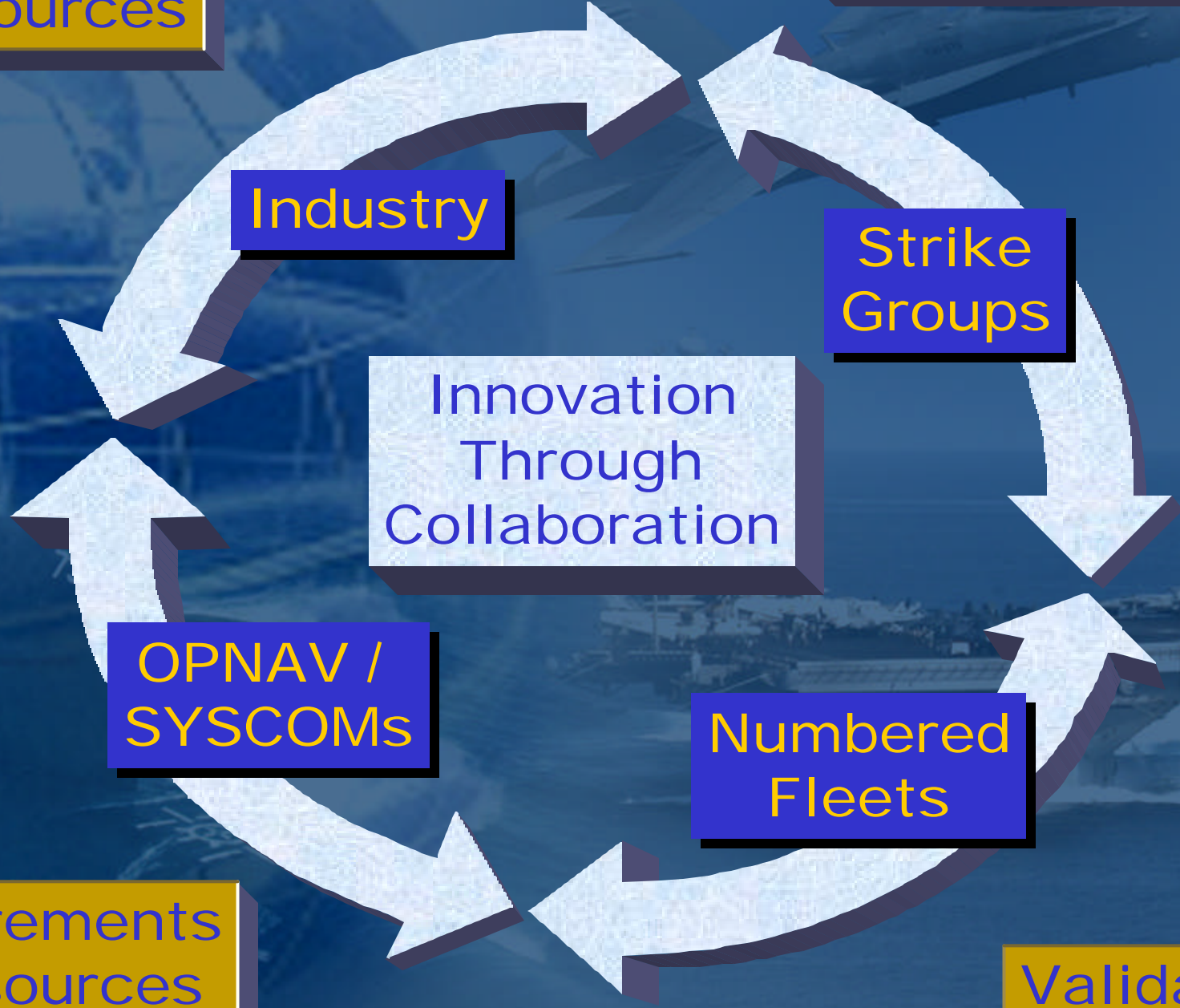
Innovation
Through
Collaboration

OPNAV /
SYSCOMs

Numbered
Fleets

Requirements
& Resources

Validation



Life, Liberty and the Pursuit of All Who Threaten It.



Any Questions?